

Why you teach it - your purpose of study

At Audlem, we believe that children deserve a strong foundation & exposure to the digital world that they are growing up in that promotes knowledge, understanding and the safe navigation of online & digital forums. We link our teaching to the National Curriculum and teach computing via 3 key areas: Computer Science, Information Technology & Digital Literacy, Security & Safety

DESIGN

What you teach - your programme(s) of study

As mentioned above, our intention is to teach the Computing curriculum via 4 key areas:

Computer Science:

Our Computer Science curriculum is continually reviewed & developed to ensure that all children are challenged and that relevant technologies are taught to children at an age-appropriate level. **This is continually evaluated to ensure technologies used are modern and relevant.**

Digital Literacy, Security & Safety:

As well as understanding how to use the online world effectively, a great deal of time is spent ensuring that children grow to be responsible online citizens. E-Safety has a large part of coverage at school along with the development of simple navigational skills to building of online resources. This part of our curriculum also includes communication aspects where we aim to teach children the value of presenting information using a variety of software services & applications effectively and efficiently. We aim to ensure that children are familiar with mainstream applications (such as the Microsoft Office Suite) as well as having an awareness of other programs, apps & resources that allow them to achieve their objectives.

Information Technology:

Collection of data from a variety of sources is an integral skill to develop when navigating the digital world. We aim to build on skills and experiences the children develop both in school and externally to ensure that they are furnished with the skills when completing their studies at Audlem.

DELIVERY

How you teach it - your delivery of the above

Computing is taught in all year groups throughout the year, both discreetly and through other subjects. Computer Science is primarily taught using the Lego We.Do.2 resource which is available to all classes on a timetabled half-termly basis. Digital Literacy, Security & Safety and Information Technology sessions occur during the remaining 5 half terms.

ACHIEVEMENT

So what - your evaluations of the above

- All teaching is at least good and outstanding in some cases as evidenced by monitoring over time.
- All planning and teaching is underpinned by explicit learning objectives and success criteria and the suggested We.Do.2 projects are being used to teach coding in all year groups
- Teachers regularly and accurately assess subject specific resources and key skills in order to inform teacher planning and next steps for learning
- A cohesive progression based curriculum in ICT promoting continuity and progression is consistently in place across the whole school

On the scale below rate where you believe this subject currently stands in terms of your overall curriculum offer:

↓
Developing Secure Embedded

** Please ensure you have compared this against judgements from other subjects and that your Headteacher agrees with your judgement.*

Previous Improvement Actions and Impact	Current Improvement Actions	Future Improvement Actions
Use of Lego for Computer Science sessions has increased along with staff competency in teaching Updated, improved & stabilized back-end infrastructure has been deployed across site Infrastructure reliability now improved & stable Staff competency of new technologies used is increasing New AV systems installed in all classes to improve the offering for all children across a range of subjects	Infrastructure Ensure all updated classroom-based interactive technologies are installed, implemented and working within expected parameters Infrastructure Liaise with governors to establish an achievable 5 year plan that incorporates renewal of all infrastructure at risk of becoming obsolete Coverage To ensure that the Curriculum Map is followed and a balanced teaching of the Computing curriculum is taught. Curriculum To liaise with BLS Computing teachers to establish a transition-friendly addendum to our Coding curriculum which further develops skills in UKS2, ready to implement in Sept 2022 Computer Science Coverage To monitor the use of We.Do.2 throughout the year and ensure all staff are confident to deliver & evidence the teaching, Training - To provide training to support relating to SeeSaw and Lego as required by new school staff Resources Annual audit of computing equipment and resources and licenses Pupil Laptops To ensure 'DfE' laptops are class-ready E-Safety Leads Further develop the role of E-Safety Officers by delivering workshops for classes and promoting online safety To develop the role of E-Safety Offices by having them assist the Subject Lead conduct a pupil voice exercise. Planning - Ensure planning is uploaded to staff share for all computing areas - Ensure most recent assessment grids are being used effectively Assessment - Ensure new assessment grids are consistently completed - To monitor and receive feedback from CTs regarding Lego We.Do.2 projects BLS Continue to liaise with Novus Technician to audit resources and check licences. Website To ensure the Website continues to meet all statutory requirements Website To ensure the Website is updated at least once per week by a news story from each teacher / year group Website To update the school website	Continually assess the relevance of the Coding curriculum and develop as identified as necessary Provide CPD to all staff regarding 'quick fix support' to promote problem solving modelling in class Ensure all areas of the curriculum offering are delivered across school consistently

* The table above should list the actions you have taken, or plan to take, to develop the subject further i.e. a summary of your action plan.